



5050 Getting Started

Getting Started.....

The 50/50 system is basically made up of four components, the Software Application, Server, J2 Selling Stations (on tables) and the Handheld Selling Units.

This manual outlines the procedures necessary to setup for an event, create the event, sell tickets, close the event and choosing a winner. Reports are generated automatically for all events.

Please understand that you do not have to create a new event from scratch for every time that you run a 50/50 raffle. Our “Duplicate this Event” feature allows you to create a new event much faster.

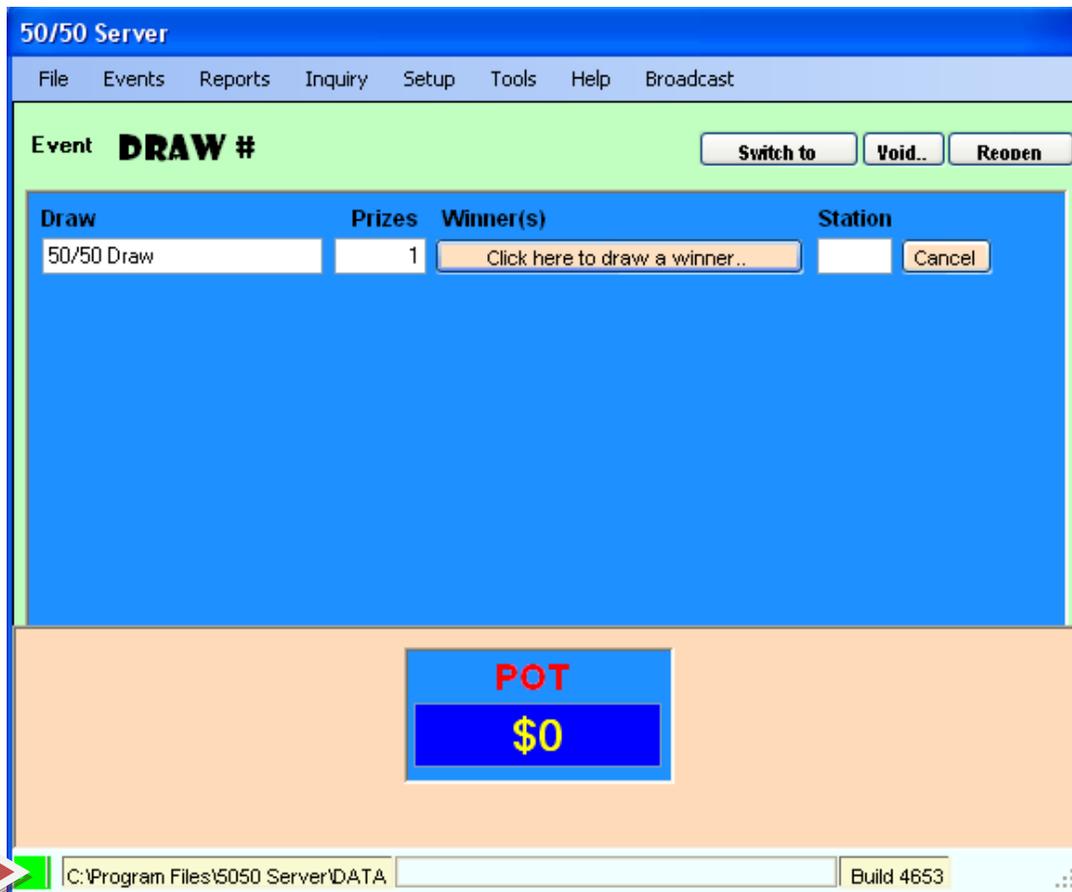
50/50 Central, in all cases, is your first level of support. If for any reason that something is not working correctly, please call us immediately.

Turn on the Server

Turn the power “on” and your server will begin to boot. After your server has successfully come up, you should be connected to your internal network that the 50/50 program has been designated for. This is indicated by the two windows in the lower right hand corner of your server desktop. If there is a red “X” across the windows then you are not connected to your internal network.

Start the 50/50 Program

Double Click the 50/50 Server icon to begin the application. Your screen should look similar to the one below...



Take note of the Green Box, this indicates that application server has started. If this box is Red, “X” out of the application. This usually indicates that you started the application twice; check your task bar on the bottom of your desktop to make sure you don’t already have the application running. Now you are ready to Create or Duplicate an event.

Creating an Event

To Create an Event, follow these procedures....

Click “Events” and then select “Create an Event”.

Enter the Title of your event: IE... Flames vs. Bruins

The screenshot shows the 'Edit An Event' window with the following fields and controls:

- Event No:** 4
- Draw Date:** 10/24/2011
- Main Draw Name:** 50/50 Draw
- Starting Ticket Number:** 10000
- Ticket Number Pattern:** A-#####
- Restrict Total Sales to \$:** 0
- Amount of Numbers for Load & Go:** 1000
- Message to be printed on each ticket:** The text entered here by the operator will be reproduced on each ticket printed. Please ensure all regulatory information is present to be in compliance with all applicable local gaming regulations.
- Logos:** 1 - 5050 logo.bmp, 2 - Canadian-Money 100's.bmp, 3 - Woodgain5050 logo.bmp, 4 - testlogo1.bmp, 5 - testlogo2.bmp, 6 - testlogo3.bmp
- Numbers:** 50000
- Numbers Left:** 50,000
- Title:** Flames vs Bruins
- To Draw Date:** 10/30/2011
- Create Numbers Randomly:**
- Draw Winning Numbers from Barrel:**
- Test Draw?:**
- Buttons:** Setup Prizes..., Duplicate This Event, Activate This Event for Drawing, Add More Tickets to Pool
- Attendance:** 0
- Header Logos:** 1
- Default Footer Logos:** (Logo list e.g.: ,5, 0 or blank for none)
- Stations:** (button)

Red arrows point to the following fields: Event No, Draw Date, Main Draw Name, Starting Ticket Number, Ticket Number Pattern, Restrict Total Sales to \$, Amount of Numbers for Load & Go, Message to be printed on each ticket, Logos, Numbers, Numbers Left, Title, To Draw Date, Create Numbers Randomly, Draw Winning Numbers from Barrel, Test Draw?, Header Logos, and Default Footer Logos.

The date will be today’s date, if you’re creating an event for tomorrow then enter tomorrows date. Most 50/50 Raffles start and end on the same day, so the two dates are typically the same day.

What do you want your “Starting Ticket Number” to be? Enter that number, typically it’s 10,000

“Numbers”: This is how many tickets you want to make available for the event. Some jurisdictions only allow a certain number of tickets to be sold for an event. If you have no restrictions, make sure you have more tickets available than you actually will sell. If this is your first event, enter 50,000 tickets. The reports will tell you how many tickets you are actually selling. After you run a few events, you will get an idea of your average ticket sales.

“Ticket Number Pattern”: You have many options here but you must also consider the uniformity of the numbers when they are printed on the buyer’s ticket. We typically use the following format....

For the 1st Event: A-#####, the ticket printed would look like A-10000

For the Next Event: B-#####, the ticket printed would look like B-10000

“Ticket Numbers Left”: This keeps track of how many tickets you have left to sell during an event. If for some reason you did not allocate enough tickets, you can “Add More Tickets to the Pool”, this is further explained below.

“Random or Consecutive Numbers”: If you wish to generate random numbers, check the box “Create Numbers Randomly”. If not, simply leave the box blank.

“Draw Winning Numbers from Barrel”: Some jurisdictions require that you draw the winning number from a barrel, simply check the box if this is how you will be drawing the number.

“Test Draw” is used when you create a test draw for tested network or equipment.

“ # of Tickets for Load & Go” : this indicates How many Numbers that will be loaded to handhelds.

Write a message to be displayed on the ticket

Most teams write a message on the ticket. Some examples would be “Thank you for supporting our charity”, “our next game is xx/xx/xxxx”, visit our website @ www.xxxxxxxxxxxx.com, etc.

Edit An Event

*** Activated Event ***

Event No: 4 * Event #1 & #2 are reserved for testing purpose
Draw Date: 10/24/2011 To Draw Date: 10/30/2011
Main Draw Name: 50/50 Draw
Starting Ticket Number: 10000 Numbers: 50000 Create Numbers Randomly
Ticket Number Pattern: A-##### ? Numbers Left: 50,000 Draw Winning Numbers from Barrel
Restrict Total Sales to \$: 0 Test Draw?
Amount of Numbers for Load & Go: 1000

Message to be printed on each ticket:
The text entered here by the operator will be reproduced on each ticket printed. Please ensure all regulatory information is present to be in compliance with all applicable local gaming regulations.

Logos:
1 - 5050 logo.bmp
2 - Canadian-Money 100's.bmp
3 - Woodgain5050 logo.bmp
4 - testlogo1.bmp
5 - testlogo2.bmp
6 - testlogo3.bmp

This is the 'home' event, if there are several active events.
Header Logos: 1, Ok
Default Footer Logos:
(Logo list e.g.: 3,4,5, 0 or blank for none) Stations

Buttons: Setup Prizes.., Duplicate This Event, Activate This Event for Drawing, Add More Tickets to Pool, Attendance: 0

** Keep in mind, when you duplicate an event (explained later on), the message is also duplicated. You may want to change the message after you duplicated the event**

Add Header and/or Footer Logo's for the ticket

You can add logos to both the header and footer of your tickets. Simply click the “- -” box indicated below and you can insert the logo you wish to add. You must also add the corresponding Number in the “Header Logos” (top of ticket) and “Footer logos” (bottom of ticket). You must have your logos stored on the 50/50 server, typically in a folder on your desktop. Keep in mind the size and amount of Logos will determine the length of your tickets.

Edit An Event * Activated Event *

Event No: 4 * Event #1 & #2 are reserved for testing purpose Title: Flames vs Bruins
Draw Date: 10/24/2011 To Draw Date: 10/30/2011
Main Draw Name: 50/50 Draw
Starting Ticket Number: 10000 Numbers: 50000 Create Numbers Randomly
Ticket Number Pattern: A-##### ? Numbers Left: 50,000 Draw Winning Numbers from Barrel
Restrict Total Sales to \$: 0 Test Draw?
Amount of Numbers for Load & Go: 1000

Message to be printed on each ticket:
The text entered here by the operator will be reproduced on each ticket printed. Please ensure all regulatory information is present to be in compliance with all applicable local gaming regulations.]

Logos:
1 - 5050 logo.bmp
2 - Canadian-Money 100's.bmp
3 - Woodgain5050 logo.bmp
4 - testlogo1.bmp
5 - testlogo2.bmp
6 - testlogo3.bmp

This is the 'home' event, if there are several active events.
Header Logos: 1, [] Ok
Default Footer Logos: []
(Logo list e.g.: 3,4,5, 0 or blank for none)

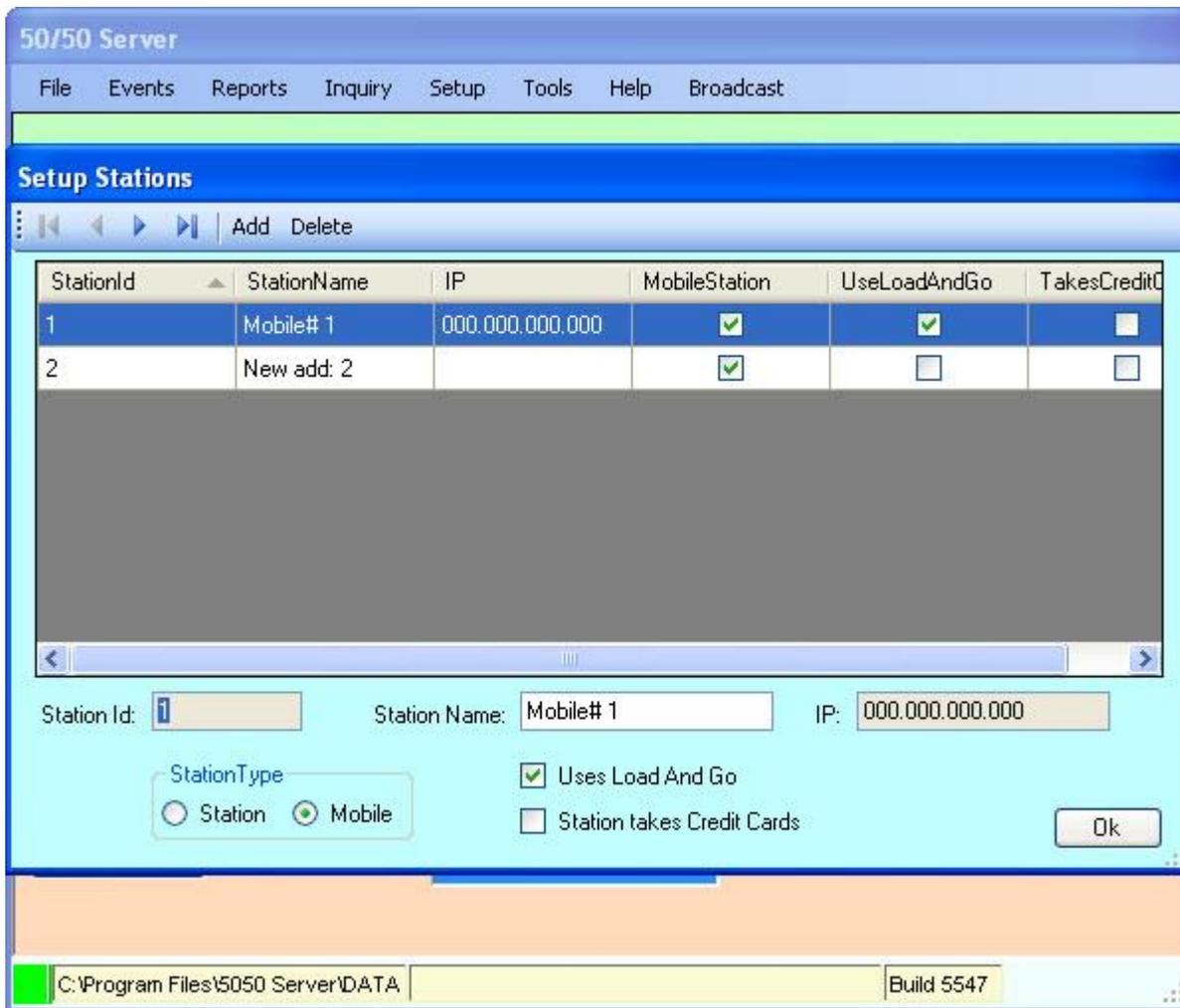
Attendance: 0

Buttons: Setup Prizes.., Duplicate This Event, Activate This Event for Drawing, Add More Tickets to Pool, Stations

Load & Go

Load & Go is a new addition to our software, which allows you to sell tickets where wireless networks are unavailable IE.. Parking lots, Different venue other than where the server and stations are located. Let me Explain, what happens is the Numbers are preloaded onto the handhelds as shown below. The amount of numbers to be loaded is configured on the server before activating the Draw.

This is set up on the server under Setup then Set up Stations. Select the Unit you want to set up with L&G and check “Uses Load & Go” then click Ok. If you already have a draw in progress any units you change to L&G must get New “Apps and Settings” to get new information from server.



Using Load & Go the sales are conducted as normal...Select the price point then click sold and the ticket prints. Then when the sellers return to a location where the correct/good wireless network is available they click on Sync Sales which uploads all sales information and tops up the handheld back to the original number of Numbers. The uploaded numbers are Added to the tickets Pool for Drawing or added to the print Queue to be printed into the Barrel.

Define ticket prices

This is where you enter the prices of the tickets you are selling, select “Setup Prizes” and the screen below will appear....

Setup Prizes

Event No: Draw #4

Draw / Sales Buttons Setup

Item#	Draw Description	Price	Numbers	Main Draw	Prizes	Tickets Quota (Units)	Tickets Quota (\$)	Tickets Used (Units)	Footer Logos
1.	1 for \$5	5	1	<input checked="" type="checkbox"/>	1	0	\$0	0	
2.	3 for \$10	10	3	<input checked="" type="checkbox"/>	0	0	\$0	0	
3.	10 for \$20	20	10	<input checked="" type="checkbox"/>	0	0	\$0	1	
4.	40 for \$40	20	40	<input checked="" type="checkbox"/>	0	0	\$0	0	
5.	Jersey	5	3	<input type="checkbox"/>	1	0	\$0	0	
Main Draw Description: 50/50 Draw					Total	0	\$0	1	(Example of Logo listing: 3,4,5. 0 for none, blank for default)

Main Draw Prizes (As a percentage of Gross)

50/50 Fees: Winner:
 Facility Fees:
 Starting Pot \$:

Alternate Draws

50/50 Fee:

Multi-Items Draw: Description: Combined Item #'s (e.g. 3,4,5):

Consolation Prizes

You have up to 5 different selling prices that you can use. The above examples are types of tickets for sale; 1 for \$5, 3 for \$10 and 10 for \$20 etc... You can set the prices to whatever you want, as long as they are in compliance with all applicable local Gaming regulations.

The 50/50 is always considered the Main Draw, next to your ticket prices make sure you check off the box under Main Draw. Also, there is only one prize in a 50/50 Raffle, make sure you have entered “1” under prizes on the first column and “0” is entered next to the other prices.

Since you will most likely be using the same pricing all season, this only needs to be set up once and will forever be your default pricing until you change it. You can save this structure as your default by clicking on “Use this Key Layout for New Events”.

Add Consolation Prizes to be drawn for the Event

If you also want to provide consolation prizes for anyone who purchases a 50/50 ticket, just add the word “Prizes” indicated below. This gives you the ability to draw unlimited amount of consolation prizes.

If you want to sell tickets on Alternate prize EI.. Jersey.. add it the Name of What your are drawing for under Draw description. Configure Price and Number of tickets. Ensure that Main Draw is NOT checked as this is separate Draw. Also enter number of prizes available.

Setup Prizes

Event No: Draw #4

Draw / Sales Buttons Setup

Item#	Draw Description	Price	Numbers	Main Draw	Prizes	Tickets Quota (Units)	Tickets Quota (\$)	Tickets Used (Units)	Footer Logos
1.	1 for \$5	5	1	<input checked="" type="checkbox"/>	1	0	\$0	0	
2.	3 for \$10	10	3	<input checked="" type="checkbox"/>	0	0	\$0	0	
3.	10 for \$20	20	10	<input checked="" type="checkbox"/>	0	0	\$0	1	
4.	40 for \$40	20	40	<input checked="" type="checkbox"/>	0	0	\$0	0	
	Jersey	5	3	<input type="checkbox"/>	1	0	\$0	0	
Main Draw Description: 50/50 Draw					Total	0	\$0	1	(Example of Logo listing: 3,4,5. 0 for none, blank for default)

Main Draw Prizes (As a percentage of Gross)

50/50 Fees: Winner:
 Facility Fees: Starting Pot \$:

Alternate Draws

50/50 Fee:

Description: Combined Item #'s (e.g. 3,4,5):

Consolation Prizes

If you do not want the same Footer logos on all tickets and have different sponsors for different Price points. You would add the logos into the same place as all others. Then add the corresponding number in the correct footer box. (1st box is linked to 1st price Point box, 2nd to 2nd Price Point etc.....)

Setup Prizes

Event No: Draw #4

Draw / Sales Buttons Setup

Item#	Draw Description	Price	Numbers	Main Draw	Prizes	Tickets Quota (Units)	Tickets Quota (\$)	Tickets Used (Units)	Footer Logos	
1.	1 for \$5	5	1	<input checked="" type="checkbox"/>	1	2000	\$10,000	2		
2.	3 for \$10	10	3	<input checked="" type="checkbox"/>	0	1000	\$10,000	3		
3.	10 for \$20	20	10	<input checked="" type="checkbox"/>	0	1000	\$20,000	4		
4.	40 for \$40	20	40	<input checked="" type="checkbox"/>	0	1000	\$20,000	5		
5.	Jersey	5	3	<input type="checkbox"/>	1	100	\$0	6		
Main Draw Description: 50/50 Draw						Total	5,000	\$60,000	1	

Main Draw Prizes (As a percentage of Gross)

50/50 Fees: Winner:
 Facility Fees:
 Starting Pot \$:

Alternate Draws

50/50 Fee:

Multi-Items Draw: Description: Combined Item #'s:

Consolation Prizes

Puck:

Use this Key Layout for new Events

Example of Logo listing: 3,4,5, 0 for none, blank for default)

50/50 Server

Create A New Event

Event No: *Event #1 & #2 are reserved for testing purpose

Draw Date: To Draw Date:

Title:

Main Draw Name:

Starting Ticket Number: Numbers: Create Numbers Randomly

Ticket Number Pattern: ? Numbers Left:

Restrict Total Sales to \$: Draw Winning Numbers from Barrel

of Tickets for Load & Go:

Setup Prizes..

Duplicate This Event

Activate This Event for Drawing

Add More Tickets to Pool

Attendance:

This is the 'home' event, if there are several active events.

Header Logos:

Default Footer Logos:

(Logo list e.g.: 3,4,5, 0 or blank for none)

Ok Cancel

Message to be printed on each ticket

The text entered here by the operator will be reproduced on each ticket printed. Please ensure all regulatory information is present to be in compliance with all applicable local gaming regulations.

Logos

- 1 - 5050 logo.bmp
- 2 - Canadian-Money 100's.bmp
- 3 - Woodgain5050 logo.bmp
- 4 - testlogo1.bmp
- 5 - testlogo2.bmp
- 6 - testlogo3.bmp

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You draw consolation winning numbers from the main event screen, located under the 50/50 Main Draw. Just click on the “Click here to draw a winner” on proper Draw Name. IE...50/50 Draw, Jersey etc...

50/50 Server

File Events Reports Inquiry Setup Tools Help Broadcast

Event **4 - FLAMES VS BRUINS**

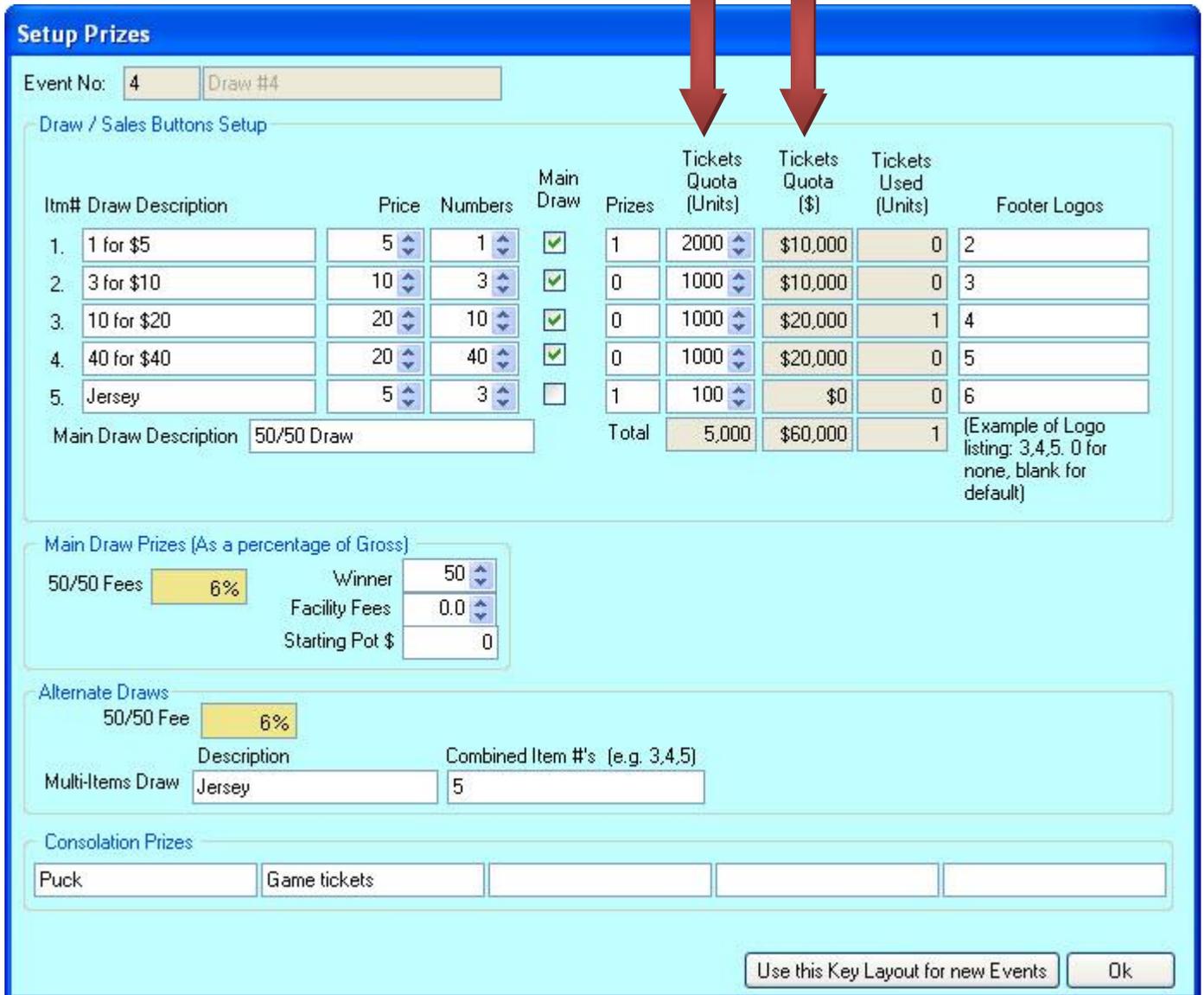
Draw	Prizes	Winner(s)	Win Stations
50/50 Draw	1	<input type="button" value="Click here to validate a winner.."/>	<input type="text"/> <input type="button" value="Cancel"/> <input type="button" value="Close"/>
Jersey	1	<input type="button" value="Click here to draw a winner.."/>	<input type="text"/> <input type="button" value="Cancel"/> <input type="button" value="Close"/>
Puck	Unlimited	<input type="button" value="Click here to draw a winner.."/>	<input type="text"/> <input type="button" value="Cancel"/>

POT \$40

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Configuring Quota

If your License only allows you sell a certain \$ amount or amount of tickets per price point. This is where you would set these amounts.



Setup Prizes

Event No: 4 Draw #4

Draw / Sales Buttons Setup

Item#	Draw Description	Price	Numbers	Main Draw	Prizes	Tickets Quota (Units)	Tickets Quota (\$)	Tickets Used (Units)	Footer Logos
1.	1 for \$5	5	1	<input checked="" type="checkbox"/>	1	2000	\$10,000	0	2
2.	3 for \$10	10	3	<input checked="" type="checkbox"/>	0	1000	\$10,000	0	3
3.	10 for \$20	20	10	<input checked="" type="checkbox"/>	0	1000	\$20,000	1	4
4.	40 for \$40	20	40	<input checked="" type="checkbox"/>	0	1000	\$20,000	0	5
5.	Jersey	5	3	<input type="checkbox"/>	1	100	\$0	0	6
Main Draw Description: 50/50 Draw					Total	5,000	\$60,000	1	(Example of Logo listing: 3,4,5. 0 for none, blank for default)

Main Draw Prizes (As a percentage of Gross)

50/50 Fees: 6% Winner: 50 Facility Fees: 0.0 Starting Pot \$: 0

Alternate Draws

50/50 Fee: 6%

Multi-Items Draw: Jersey Combined Item #'s: 5

Consolation Prizes

Puck Game tickets

Use this Key Layout for new Events Ok

Double check that all settings are correct then click OK

Activating the Event

After you have set up everything above, you are now ready to “Activate this Event for Drawing”. The only things that you can change after an event has been activated are the Title, Message, Add Tickets to the Pool, Attendance and Logo’s. Everything else in the event is locked and cannot be changed.

The screenshot shows the 'Edit An Event' window with the following details:

- Event No:** 4 (Note: * Event #1 & #2 are reserved for testing purpose)
- Draw Date:** 10/24/2011
- Main Draw Name:** 50/50 Draw
- Starting Ticket Number:** 10000
- Ticket Number Pattern:** A-#####
- Restrict Total Sales to \$:** 0
- Amount of Numbers for Load & Go:** 1000
- Numbers:** 50000
- Numbers Left:** 50,000
- Title:** Flames vs Bruins
- To Draw Date:** 10/30/2011
- Options:** Create Numbers Randomly, Draw Winning Numbers from Barrel, Test Draw?
- Buttons:** Setup Prizes.., Duplicate This Event, **Activate This Event for Drawing**, Add More Tickets to Pool
- Attendance:** 0
- Logos:** 1 - 5050 logo.bmp, 2 - Canadian-Money 100's.bmp, 3 - Woodgain5050 logo.bmp, 4 - testlogo1.bmp, 5 - testlogo2.bmp, 6 - testlogo3.bmp
- Footer:** Header Logos: 1, Default Footer Logos: (Logo list e.g.: 3,4,5, 0 or blank, none)

Red arrows point to the following elements:

- Title field
- Message to be printed on each ticket text area
- Logos list
- Header Logos field
- Attendance field
- Activate This Event for Drawing button
- Add More Tickets to Pool button

Attendance

If you wish, you can enter the attendance for your game during or after the event is closed. The Sales Revenue report will indicate 50/50 sales / person in attendance.

Broadcast a message

On the Main 50/50 screen on the top right you will see Broadcast under that you will see “Pot Amount”, “Winning Number(s) and Amounts”, “Messages” and “Applications and Settings & Events”

Pot amounts – sometimes the Pot may not get sent to Handhelds or stations for displaying purposes. By using this it forces the Pot amount out.

Winning Number(s) and Amounts - sometimes the Winning Numbers or Amounts may not get sent to stations for displaying purposes. By using this it forces this Information out.

Messages - you can broadcast a message to all selling stations. Examples could be “Keep Selling”, “Draw will be closed in 10 minutes, finish strong”. Sellers must acknowledge the message in order to keep selling tickets.

Applications and Settings & Events – This is used when you Change information on the ticket during an active draw EI...Logos, Message on Ticket etc..

Duplicating an Event

Duplicating an Event is the easiest way to create a new event. Typically your prices never change so when you duplicate an event there’s only a few things to do.

On the Main Screen, click “Events” and select “Edit an Event”. Double Click on the last event you closed. Select “Duplicate this Event”. Press OK . the follow should appear



To switch directly to the draw select Create and switch. If you are to not ready to setup the new draw just select create. If you do not want this event to be created select Cancel.

Change your “Title”, change “Ticket Number Pattern” (IE.. from A to B), change the “Message” if required, change “Logos” if required and then “Activate” the event. The new Event is now on your Main Screen, the Pot should be \$0, and you are ready to sell.

When creating or duplicating Draws ensure that the “Home event” check box on the “Edit an Event” screen is not checked as this is used only when having multiple draws at the same time. If this Box is checked on a previous Event this will cause the stations and handhelds to revert back to that “home event” after a ticket is sold on current event. Also it will cause multiple draws to remain in the drop down menu on the stations and handhelds and may cause the displaying of multiple pots on the screens.

Editing an Event

If you want to edit an “Activated Event”, there are only five fields that you can change. All other fields are locked.

****Remember After any changes are made to an active draw all Selling Units need to have “Get Apps and Settings run to get the changes****

Change Title

From the Main Screen, click Events, select Edit an Event, choose the Event you wish to edit, change the “Title” to what you want.

Change Message to be printed on a Ticket

From the Main Screen, click Events, select Edit an Event, choose the Event you wish to edit, change the “Message” to what you want.

Change Logo(s) to be printed on a Ticket

From the Main Screen, click Events, select Edit an Event, choose the Event you wish to edit. Select “X” next to logo to delete current logo, select “--” next to logo to choose a logo from the logo’s stored on the server.

Add more Tickets to the Pool

From the Main Screen, click Events, select Edit an Event, choose the Event you wish to edit. Select “Add More Tickets to the Pool” (indicated below). Type next to “Additional Tickets” how many tickets you would like to add to the pool, click “Proceed”.

Add/Change Attendance

You can add or change the attendance at any time. You can do it during the event or even after the event is closed. The attendance is reflected in your sales revenue report; there is a column to the right which will give you how much 50/50 money you collected per person in attendance. (e.g. 50/50 sales were \$10,000 and the attendance was 5,000. Price/head in attendance was \$2.00).

Once you have activated the Event there are only a few changes that can be made as Indicated below

50/50 Server

Edit An Event

* Activated Event *

Event No: 2 * Event #1 & #2 are reserved for testing purpose

Draw Date: 5/31/2011

Title: Test Draw #2 - Barrel Printing

To Draw Date: 5/31/2011

Main Draw Name: 50/50 Draw

Starting Ticket Number: 10000 Numbers: 50000 Create Numbers Randomly

Ticket Number Pattern: A-##### ? Numbers Left: 0 Draw Winning Numbers from Barrel

Restrict Total Sales to \$ 0

of Tickets for Load & Go: 2000

Message to be printed on each ticket

The text entered here by the operator will be reproduced on each ticket printed. Please ensure all regulatory information is present to be in compliance with all applicable local gaming regulations.

Logos

1 - 5050 logo.bmp

2 - Canadian-Money 100's.bm

Setup Prizes..

Duplicate This Event

Activate This Event for Drawing

Add More Tickets to Pool

Attendance: 0

This is the 'home' event, if there are several active events.

Header Logos 1, Ok

Default Footer Logos 2,

(Logo list e.g.: 3,4,5, 0 or blank for none)

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Closing an Event

When it's time to "Close" an event, you simply click the "Close" button indicated below on all Draws.



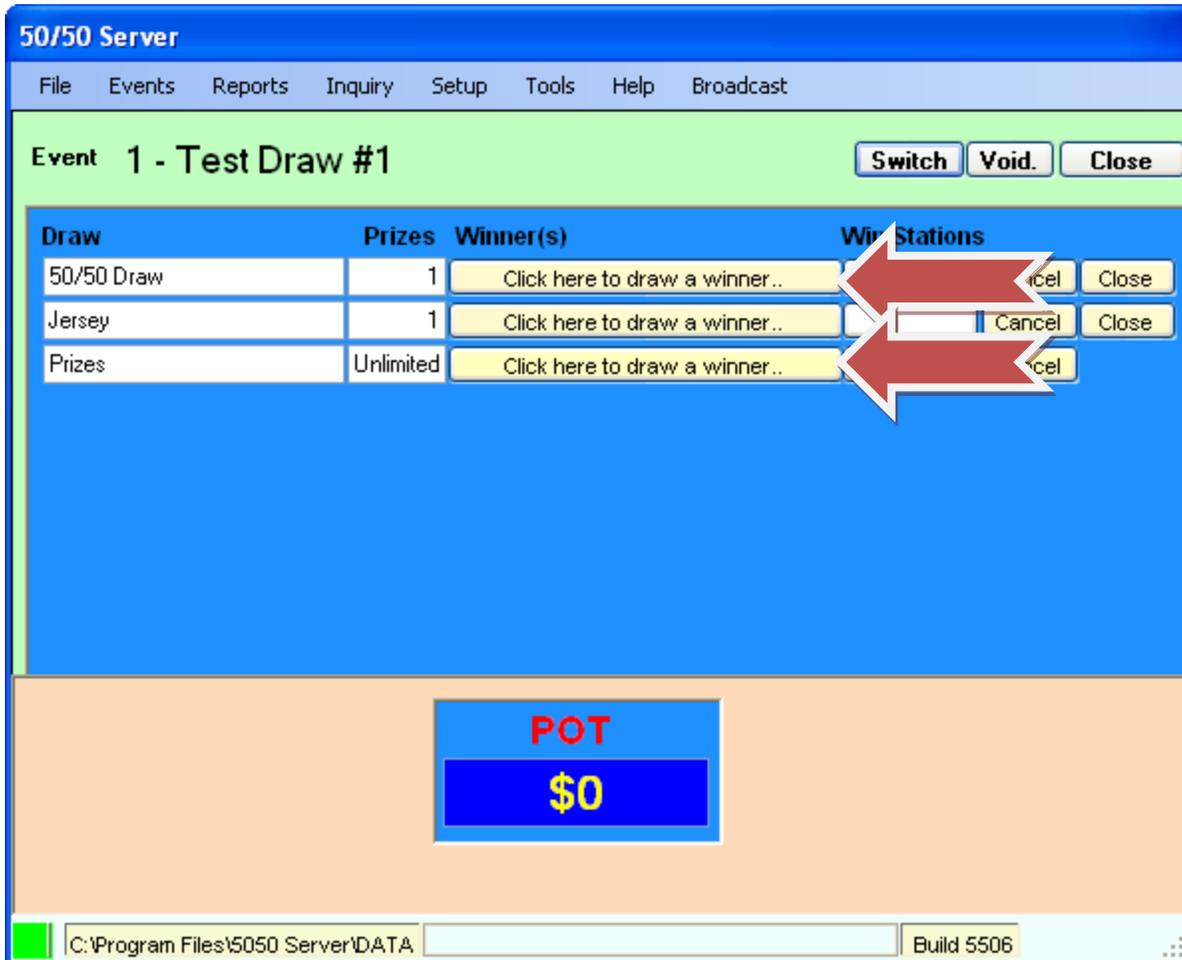
It will ask you to confirm that you want to close and any subsequent sales or voids will be disallowed. Select "Yes" to proceed.

If any tickets have been voided during the event, it will list these tickets. Simply select each ticket (one at a time) and press "OK" until completed. After you have confirmed the last voided ticket, press "Cancel". You will now get a message that the Event has been closed and you can now proceed to select a winner, press "OK".

Choosing a Winner

Now simply press “Click here to draw a winner”, If you are using RNG (Random Number Generation) and it will ask you “Proceed to Draw the Winning Number” select OK.

If you are picking the winner from a barrel, select “click here to draw a winner”, pick the winning ticket from the barrel then click on “Events” and select “Authenticate a Ticket”. Select the Event, enter the Winning number, enter the Reference ID and select “Authenticate”, see below. If authentic, it will respond that the ticket is Valid. and manually enter the Number in the box provided and click OK.



Event **TEST DRAW #1**

Switch to Void.. Reopen

Draw	Prizes	Winner(s)	Station
50/50 Draw	1	Click here to draw a winner..	<input type="text"/> Cancel

Authenticate A Ticket

Event: 1 - Test Draw #1

Ticket No.:

Reference Id.:

Authenticate Cancel

POT
\$50

When you close an Event ensure you close all draws then use the Master close draw button on the top right of the server screen (picture below). This will close that event and will not broadcast Pot amounts when the next draw is running.

The screenshot shows the '50/50 Server' application window. At the top, there is a menu bar with 'File', 'Events', 'Reports', 'Inquiry', 'Setup', 'Tools', 'Help', and 'Broadcast'. Below the menu bar, the event name 'Event 4 - FLAMES VS BRUINS' is displayed in a green header area. To the right of the event name are four buttons: 'Switch to..', 'Refresh Pot', 'Void..', and 'Close'. Below this header is a table with four columns: 'Draw', 'Prizes', 'Winner(s)', and 'Win Stations'. The table contains three rows: '50/50 Draw' with 1 prize and a 'Click here to validate a winner..' button; 'Jersey' with 1 prize and a 'Click here to draw a winner..' button; and 'Puck' with unlimited prizes and a 'Click here to draw a winner..' button. Each row also has 'Cancel' and 'Close' buttons. A red arrow points to the 'Close' button for the 'Jersey' draw. Below the table is a large blue area. At the bottom of the window, there is a 'Sync Mobile Unit' button on the left, a 'POT \$40' display in the center, and a status bar at the very bottom showing the file path 'C:\Program Files\5050 Server\DATA' and 'Build 5547'.

Draw	Prizes	Winner(s)	Win Stations
50/50 Draw	1	Click here to validate a winner..	Cancel Close
Jersey	1	Click here to draw a winner..	Cancel Close
Puck	Unlimited	Click here to draw a winner..	Cancel

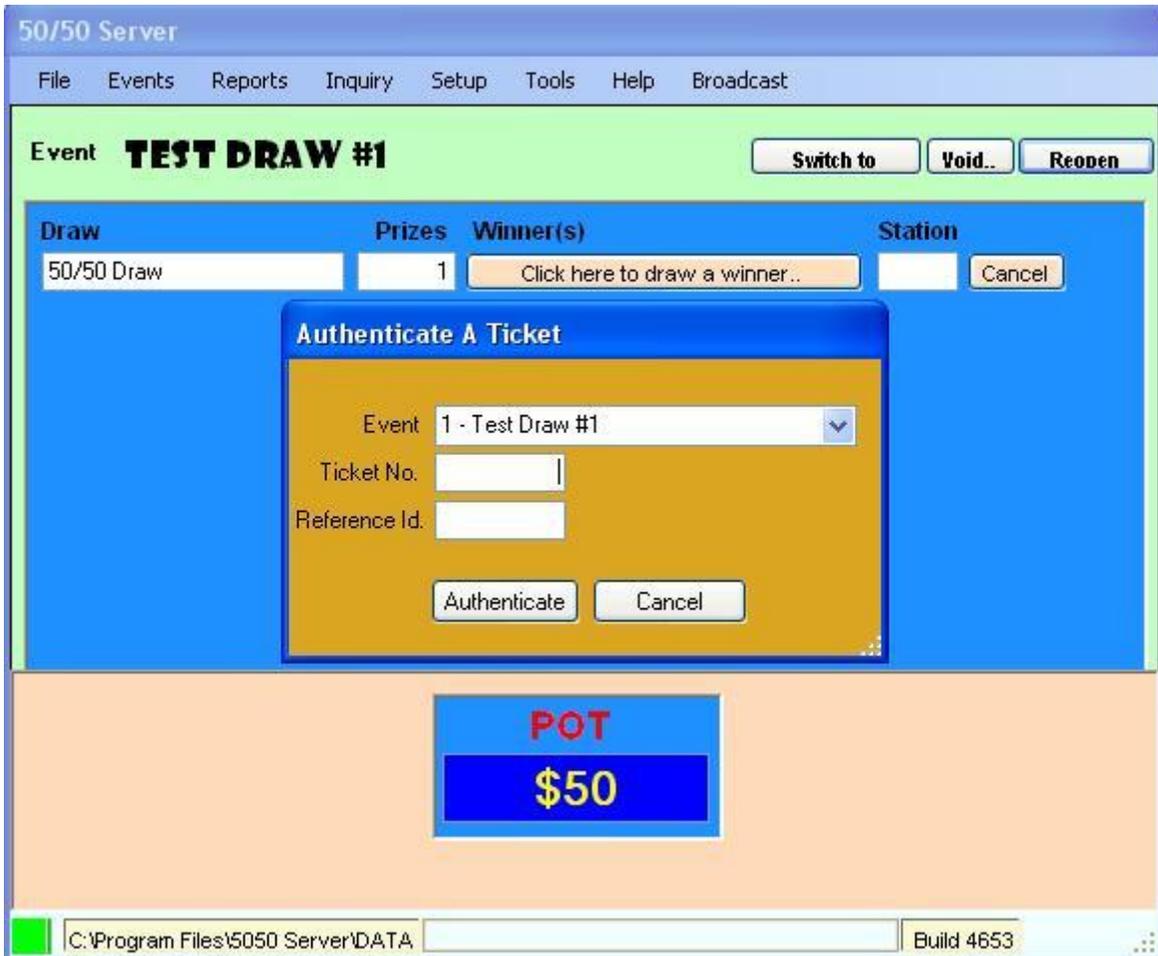
POT
\$40

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Authenticate a Winning Ticket

When someone claims they have the winning ticket, you should check the authenticity of the ticket. Every ticket has a unique Reference ID located on the buyer's ticket. You should now authenticate the ticket.

From the Main Screen, click on "Events" and select "Authenticate a Ticket". Select the Event, enter the Winning number, enter the Reference ID and select "Authenticate", see below. If authentic, it will respond that the ticket is Valid.



Configuring Handhelds

Windows Mobile



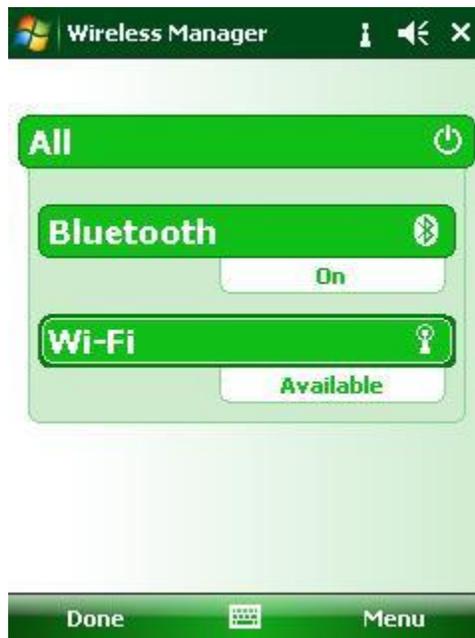
This is the first Screen you will see when turning on the Handheld. The Power Button for the Janam Handheld is located on the top of unit on the right side. The Power button on the Unitech handheld is located on the front of unit.



If you noticed that the Wi-Fi and or the Bluetooth is off, click on the line Indicated above. The Below screen will open.



Click on these one at a time to turn them on.



To connect to proper wireless network Click on Menu in the bottom right corner



Choose Wi-Fi settings and select the correct network from the list provided.



Next you will have to choose security options if any are needed as shown in the next few screens

Settings
Configure Network Authentication

Authentication: Open

Data Encryption: Disabled

The key is automatically provided

Network key:

Key index: 1

Back Next

Settings
Configure Network Authentication

Authentication: Open

Data Encryption: Open

The key is automatically provided

Network key:

Key index: 1

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Back Next



Once any/all security options are added you will be back at the Wi-Fi networks menu. The connecting will take a few seconds. Once it says connected you can close this screen by clicking OK.



Ensure that the printer you want to connect the handheld to is the only one on in the Immediate vicinity. Click on Start, Settings, Connections, Bluetooth. Then click on Add, the following screen will appear after searching for Bluetooth devices.



Taiyo is the Epson printer. If there is more than 1 this means that there is more than the 1 turned on. If there is only 1 select it click Next. The next screen will ask you for an access code which is 4254, then click next.



Once connected to the printer the following will appear.



Click advanced. Next screen appears, check the serial port Box. Click save



Once back at the screen below select COM ports.



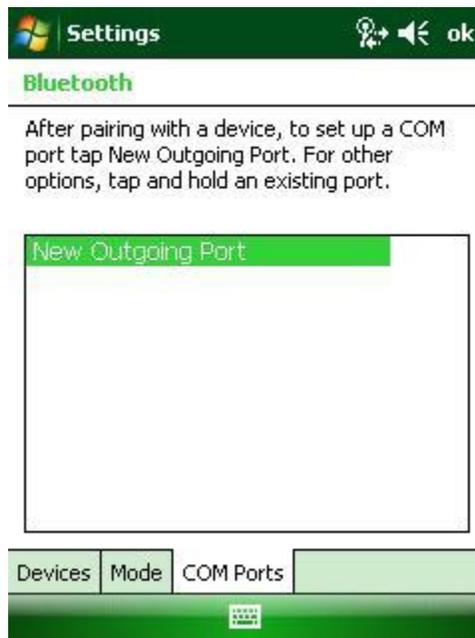
Check serial port



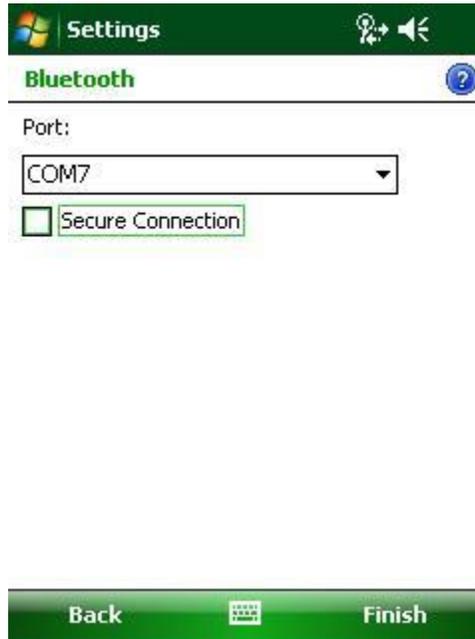
Click on Taiyo SPP



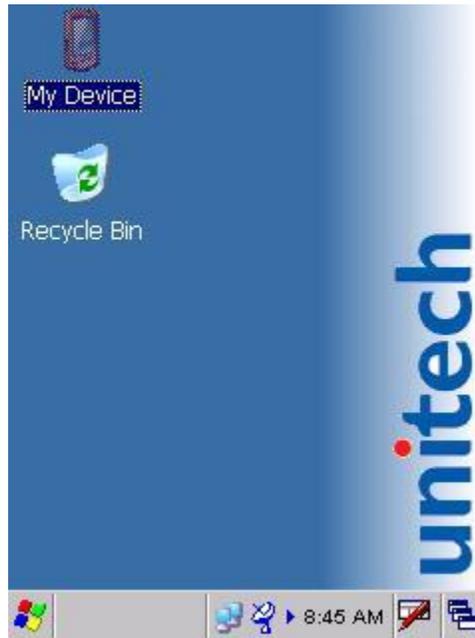
Click on new Outgoing Port



Uncheck Secure Connection and choose Com 7 from the drop down list. Then click finish and OK on the next screen.

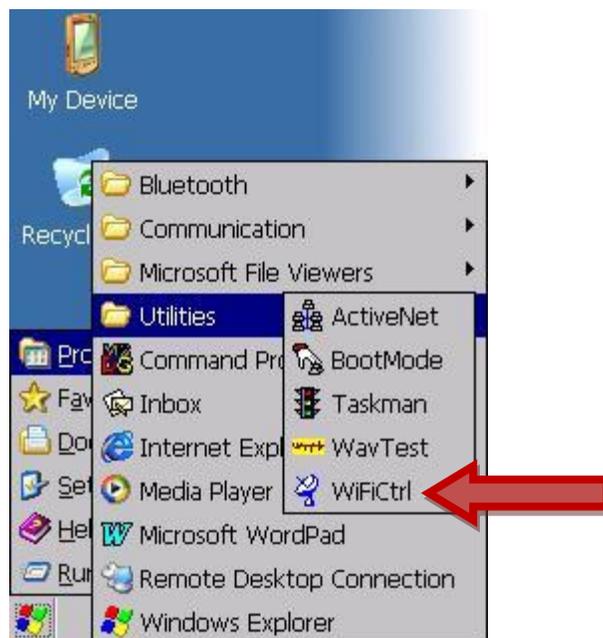


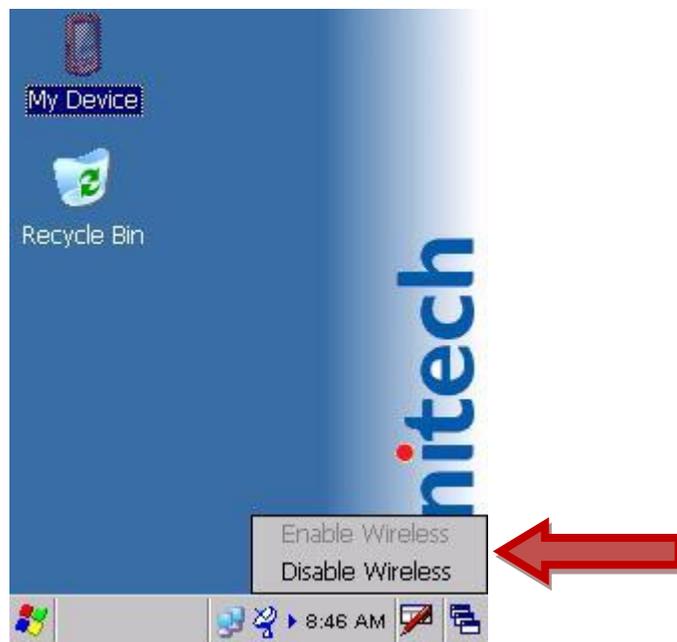
Windows CE



This is the first Screen you will see when turning on the Handheld. The Power button on the Unitech handheld is located on the front of unit.

First we want to make sure that Wi-Fi and Bluetooth are both turned on. First we will check Wi-Fi. Click on start, programs, utilities, then WifiCtrl this will add a Satellite dish icon on the task Bar. Click on this it will give you the option to enable if disabled or vice Versa.

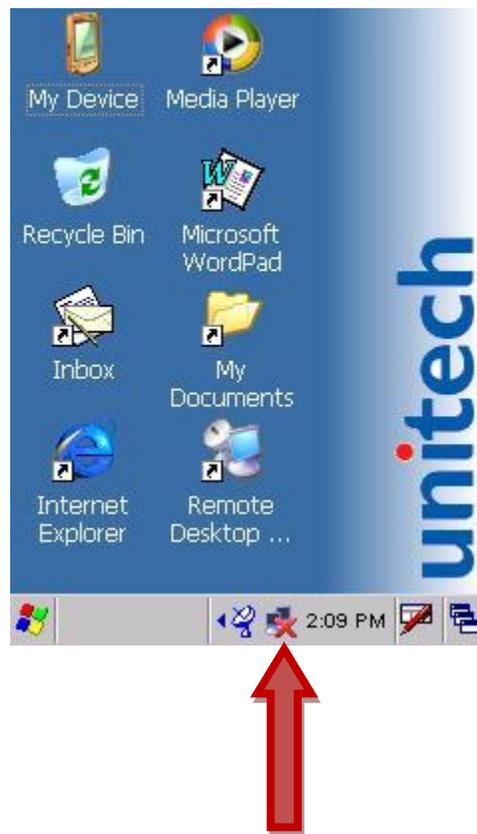




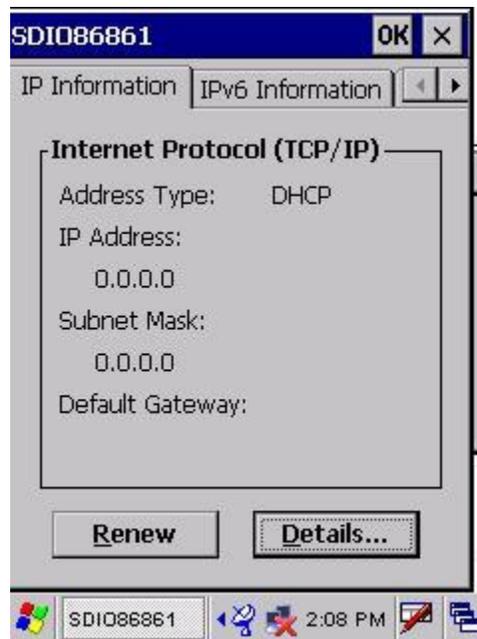
Now we will Ensure Bluetooth is turned on. Click on start, programs, Bluetooth then Bluetooth On. This gives you the option to turn on or off Bluetooth. Select ON and click OK.



To connect to the proper Network double click on the network icon on the task bar



You should now see the screen below.



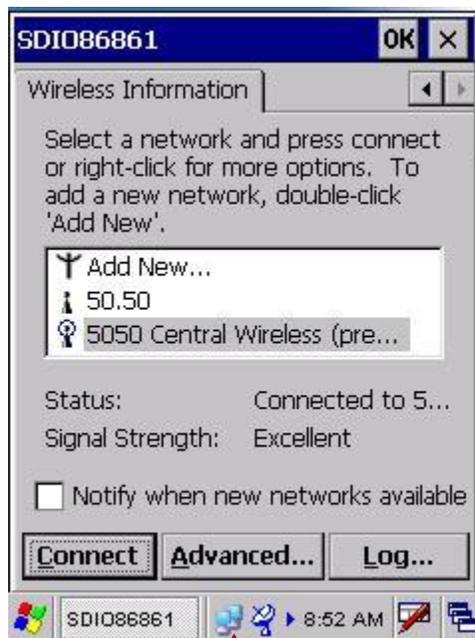
Using the arrows on the top right scroll over to wireless information. It will take a few seconds for it to scan and pick up any wireless networks. When networks are found select proper network by double clicking on it.



This is where you would add any security that may be on this wireless network. Once completed click OK.

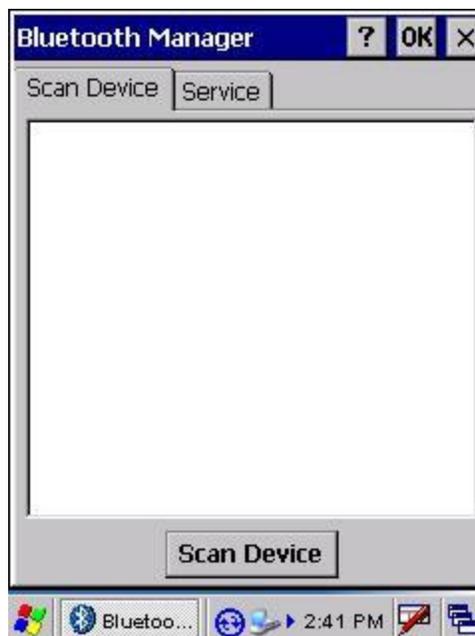


Once be back at the Wi-Fi networks menu. Click connect on the bottom left of screen this will take a few seconds and should say connect to “network name” then click ok. If it does not say connected then double check security settings and try again. Once connected you should see that the Network Icon on the taskbar has changed to a connected status.

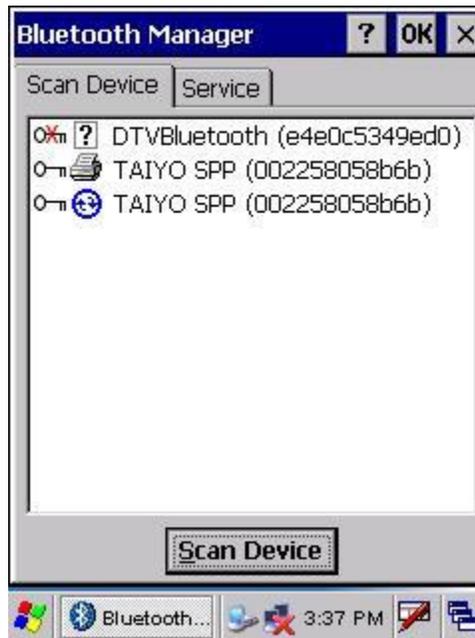


Connecting to Printer with Windows CE

Ensure that the printer you want to connect the handheld to is the only one on in the immediate vicinity. Click on start, programs, Bluetooth then BTMan (Bluetooth manager) and click Scan device.



It will Find 2 devices named Taiyo SPP one will have a printer icon. Double click on that one and select trusted, a box will pop up asking to authenticate select yes. It will then ask for a Pin. which is 4254. You can use the number pad on the unit to input this.



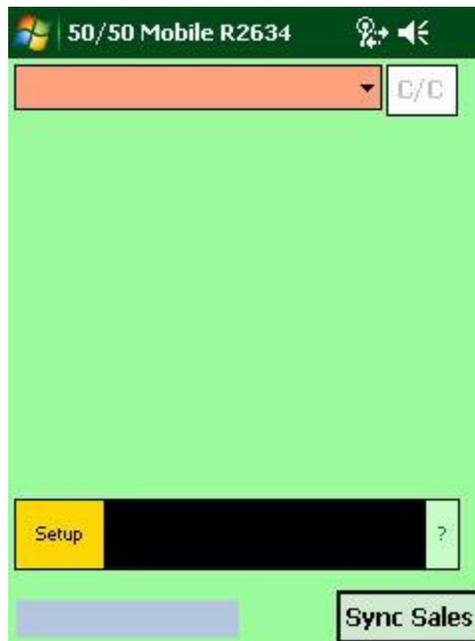
Double click on the same object again and select Active. Double click one last time and select Serial port. When Serial port window opens it should say Com 7 at the top select OK , a message will pop up stated that the com port register successfully.



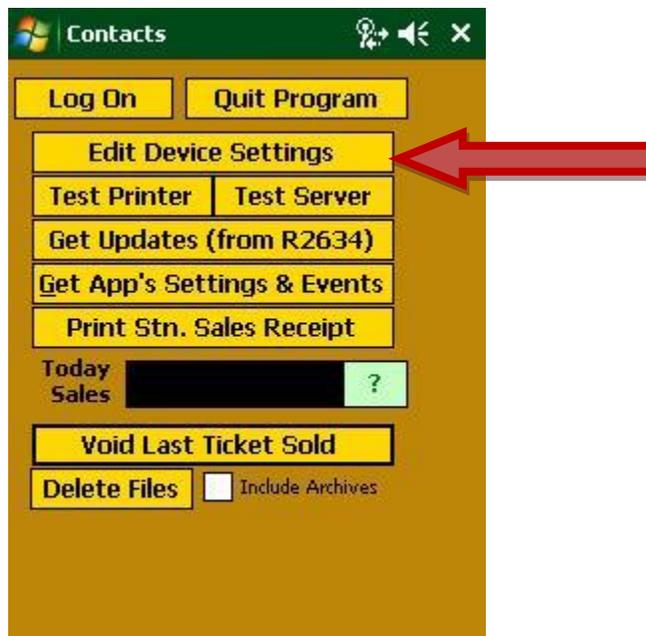
Click Ok then X out of the BTMAN. To test printer start 50/50 software go to Set up then Test Printer.

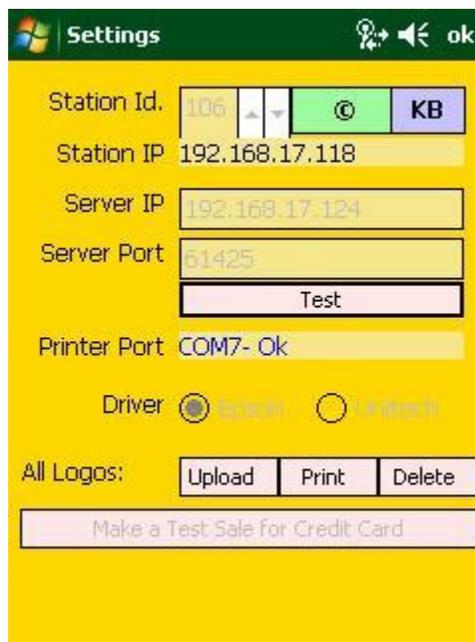
Setting Up 5050 Software On Handheld units

Next click on Start then F50StarterCE to start the 50/50 software

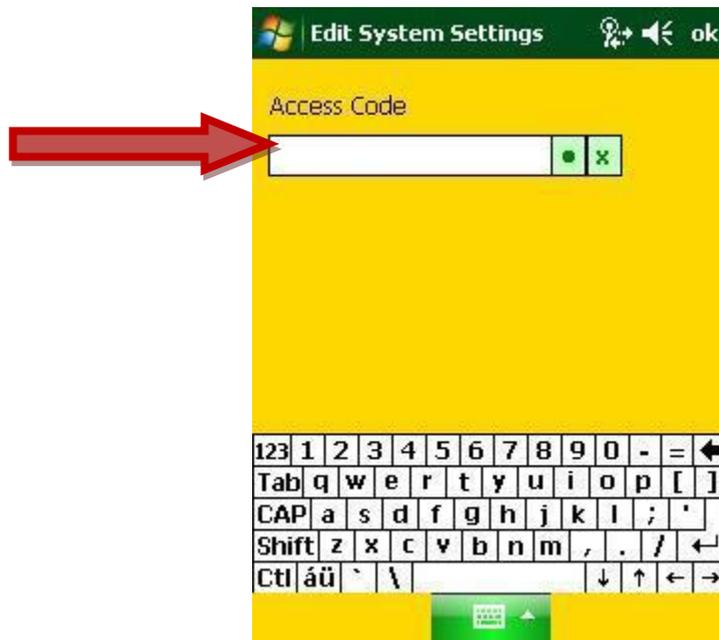


You will then need to setup the software. For this you will need the Servers IP address .Click on Setup then edit device settings.

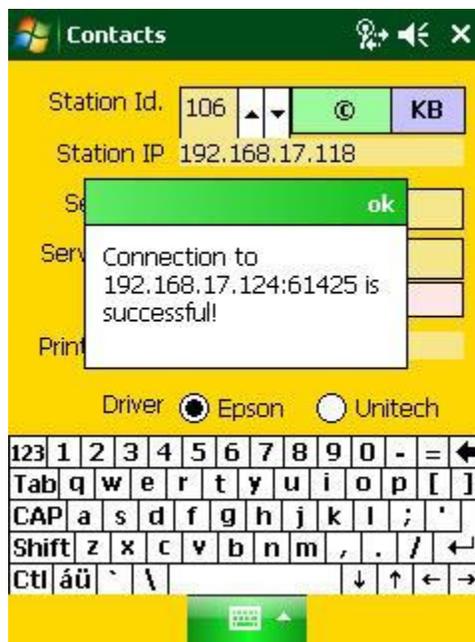




Click on the KB (keyboard) button, then the copyright button and type in the code which is f50XXX. (Where XXX is the month and 2 digit day) EI..June 3rd would be f50603..December 3rd would be f501203



Then changed the server IP address to match the IP of the server. Once this is complete click test. If the connection to the server is successful the following message will appear. If successful click ok then X out of the screen.



Now we need to get Draw information from the server. Click setup then “Get Apps and Settings”



Click yes.

Click Ok. If asked to download new version Select Yes. If new version is available the software will need to be closed and reopened.



Now your software should be ready to sell tickets. All you need to do now is log in. click on setup then Logon using proper name and/or password and select the proper username and click ok.

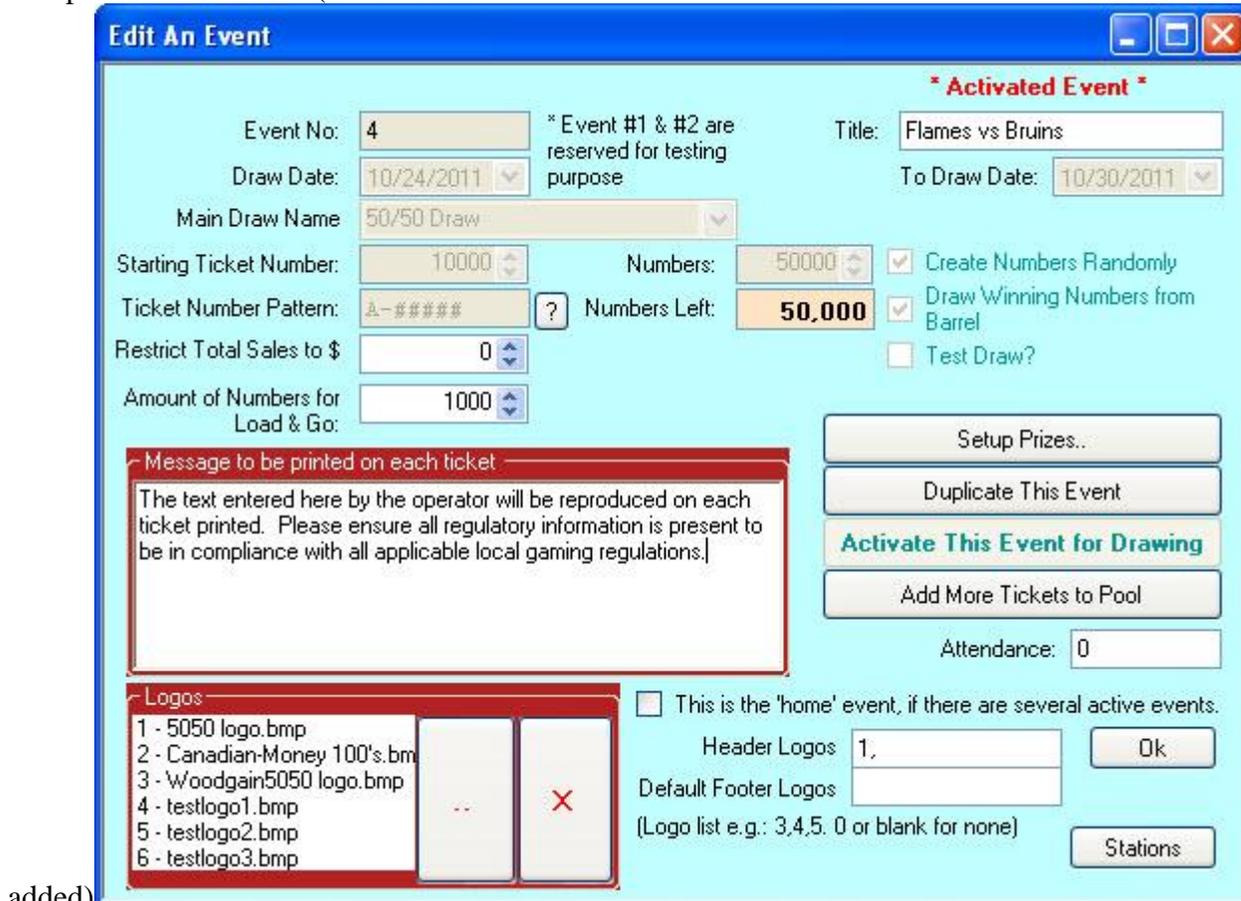


When you select a price point a Sold Window will open Click on the sold screen in order to get ticket to print.



Setting up Station Software

Double click on 5050 Station icon on the desktop. Set up and testing are the exact same as the handheld with the exception of the Printer (which does not need to be



added)